

### **Summer Independent Learning for Games Design**

**Task 1** – Based on discussion we have around progression week, complete any of the actions required for your evidence logs.

While you might be unable to work on the practical side of your projects at home you can make use of the time to improve the pre-production sections of the following assessments:

- Game Concept
- 2D Asset Creation
- 3D Asset Creation

Project expectation guides for each assessment can be found on Teams.

**Task 2** – A brief will be posted on Teams for your upcoming Level Design and Construction assessment. This will follow on from the practice tasks we are doing in the final term.

For this project complete your context, interpreting the brief, production schedule and initial research sections.

Once again, this will be accompanied by a project expectation guide.